

# David Aylott's Music Player



## Introduction:

The Music Player enables you to add your [MIDI](#) and [WAV](#) Music Files onto a Queue where they can be played in sequence or in a random order. An appropriate sound card must be present in your PC for this to work (although it is possible to play WAV files through the internal PC speaker).

This application has been released as Shareware - you are welcome to try it out free of charge for a period of 30 days. If you find it useful please pay the author as detailed below otherwise you are required to delete it from your PC. Your support will make it possible to produce updates and additional Windows applications.

You are encouraged to pass this application on to friends and colleagues but please keep it in its original format and with all files included in the package.

## Installation:

To save space and bandwidth, only essential files have been provided here. A setup program is available separately via Email (see details below).

To perform a manual installation, copy the following files to an empty directory (eg C:\DMUSIC):

DMUSIC.EXE  
DMUSIC.HLP

Now copy the following files to your C:\WINDOWS\SYSTEM directory:

VBRUN300.DLL (if you do not have this file, a copy can be downloaded from our Web Site)  
GAUGE.VBX  
MCI.VBX

Note that one or more of these files may already exist.

You can now setup an icon pointing to DMUSIC.EXE or double click on it in File Manager.

You may find it easier to change the working directory of DMUSIC.EXE to the directory containing your sound files (eg C:\WINDOWS) to avoid searching for them when the program loads.

There are a number of command line switches which can be used to automate the Music Player (refer to on-line Help under Startup Switches for an up-to-date list).

## Notes:

The shareware evaluation version operates exactly as the registered version except that:

- It has a number of annoying nag/brag screens etc.
- It does not allow the use of command line switches
- It will only transfer up to 10 sounds to the music queue at a time

## Payment:

To receive the registration code to run the application on a single PC, please send US\$10 to:

**David Aylott**  
**2/35 Bertram Street**  
**ELSTERNWICK VIC 3185**  
**Australia**

Please note that cash (US\$, AUS\$ or UK£) is preferred as the banks are expensive for converting foreign cheques. A Money Orders in AUS\$ or UK£ is the next best option.

If you wish to negotiate multiple or site licences, please contact us.

## Operation:

### How To...

[Locate Music Files](#)

[Add Music Files to the Queue](#)

[Remove Music Files from the Queue](#)

[Play Music Files](#)

### Commands...

[Music Menu Commands](#)

[Startup Switches](#)

### What is...

[The Answer](#)

[The Meaning](#)

## Other Applications from Aylott Computing:

- MS Word True Type Font Lister (produces a sorted list of all your TTF's with multiple fonts to a page)
- MS Access Country Database (over 250 countries incl. capitals, 2 letter country codes, currency, flag, map etc)
- Biorhythms (decide when to stay in bed and when to get up)
- French translation (actually, it's Franglais just for fun!)
- Music Player (play all your .WAV, .MID and .RMI files in order, randomly etc. - lots of options)
- Guessing game (ask me 10 questions and see if you can guess the object - just a bit of fun)
- Banquet Auction Database for schools and other organisations (takes all the hard work

- out of fund raising)
- Mailing Databases (keep track of your contacts by various categories - print reports, labels and mail merge letters etc)
  - Help Desk Database (log problems and resolutions - print reports of outstanding and completed requests etc)
  - Donor Database for schools and other organisations to store information on students, past students etc (campus, qualifications, notes, donations etc)

### **Services from Aylott Computing:**

- Computer Consulting
- Training
- Repairs and Upgrades
- Desktop publishing
- MS Word and WordPerfect password cracking
- Backup and disaster recovery planning
- Programming (Web Pages, MS Access, Visual Basic, Word & Excel, Foxpro etc)

**Email: [daylott@melbpc.org.au](mailto:daylott@melbpc.org.au)**

**<http://www.ozemail.com.au/~daylott>**

We welcome any comments and suggestions for improvement.

Thank you for your interest.

## Locating Music Files

The Music Player starts off by listing any Music files that it finds in the current Working Directory. You can navigate through the directory structure by double clicking on the directory names. You can also change drives by selecting from the **Drives** drop-down list box.

To view other types of Music File you can select from the **List Files of Type** drop-down box. This gives you the option of displaying [WAV](#) files, [MIDI](#) files or ALL Music Files.

You can Queue Music Files from more than one Directory at a time.

## **Adding Music Files to the Queue**

**There are several ways to add the required Music files onto the Queue:**

- If you wish to Queue ALL currently displayed files in alphabetical order then select Queue All.
- To Queue ALL currently displayed files in a Random order, select Randomise.

**To Queue individual files you can either:**

- Double click the required Music File or...
- Drag the required file across to the Queue. When the file is dragged into the Queue area, the icon will change shape. The file will be added to the bottom of the Queue when it is dropped into the Queue area.

## Removing Music Files from the Queue

**There are several ways to remove Music files from the Queue:**

- If you wish to remove ALL files then select Clear All.

**To remove individual files you can either:**

- Double click the required Music File or...
- Drag the required file from the Queue back to the list of Music Files. When the file is dragged into the Music Files area, the icon will change shape. The file will be removed from the Queue when it is dropped into the Files area.

## Playing Music Files

**To start playing the Music Files on the Queue you can either:**

- Press the Play button on the toolbar or...
- Select Play from the Music Menu.

You are able to pause the music, stop the current tune or skip to the next file on the Queue by pressing buttons on the toolbar.

## Music Menu Commands

Play

Clear All

Randomise

Queue All

Exit



## **MIDI**

Musical Instrument Digital Interface. Used for creating music and sound which can be played through the Windows Media Player.

## **WAV**

Used as a file extension to identify SoundWave files which can be played with the Windows Sound Recorder.

42

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## Startup Switches

Several switches can be added to the command line to automate the Music Player:

**/mid** to display [MIDI](#) files only

**/wav** to display [WAV](#) files only

**/q** to [Queue All](#) Currently Displayed Music Files

**/r** to [Play](#) Music Files

**/p** to [Randomise](#) all queued Music Files

**/m** to Minimise the Music Player

[Examples](#)

**Play**

Starts playing the top file in the Queue (if present).

**Clear All**

Removes ALL Music Files currently in the Queue.

**Randomise**

Adds ALL currently displayed Music Files to the Queue in a random order.



## **Queue All**

Adds ALL currently displayed Music Files to the Queue in alphabetical order.

**Exit**

Stops any Music File currently playing, flushes the Queue and quits from the Music Player.

## Startup Examples

**c:\dmusic\dmusic.exe /r/p/m.**

This command will start the Music Player, add all Music Files in the current directory to the Queue in a random order and Play them. It will then Minimise and continue to run as an Icon.

**c:\dmusic\dmusic.exe /q/p/wav**

This command will start the Music Player, add all SoundWave files in the current directory to the Queue and Play them in alphabetical order.

